

**WARHAMMER**  
**FANTASY**  
ROLE-PLAY

**ARCHIVES OF THE EMPIRE**  
**VOLUME III**

A GRIM AND PERILOUS EXPLORATION OF THE EMPIRE





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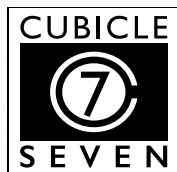
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My erstwhile correspondent. Twice now we have exchanged substantial missives, and twice I have gone without remittance, recompense, or even a response for all my troubles. Have I not made it clear in my tellings that I am in need of aid? That I am dissatisfied? Have my writings meant nothing to you, nor my compilations and careful research brought you gain? Your silence remains the harshest of the many knives that pierce my heart, though it vies for prominence against devilish competition.

Oh, I have tried to make this place bearable, even to engage in conversation with my jailors and thereby improve upon my circumstances, but it is all for naught. Their latest ruse is to claim that my 'patron' has withdrawn their support for my stay here, and reduced my funding to a pittance. As though my brother, the Emperor Karl-Franz himself, should have any issue in finding funds to support his own sister! I must assume the Shallyans here have abandoned their principles entirely and decided to use the funds for their own purposes, for I cannot bring myself to believe that my own brother would abandon me. Perhaps I am naive. Or at least, I was.

I have decided to make good my escape from this place. Not least of all because my previous accommodations, spartan as they were, have of late fallen completely into ruin. They tell me that it is my own fault, that in fits and moments of madness I speak of unutterable things, tear the carpets from the walls and smash the furniture to splinters. I am sure they merely steal these things while I sleep, hocking them for their own gain or furnishing their own quarters. Still, I have safely hidden away my writing kit and a great deal of parchments and correspondence — these they will never have from me!

So, with my mind set on escape, and with all former support upon which I might have relied — even your own! — denied to me, I must consider other options. I will need money, and have pondered long and hard on how I might come about it. Though commerce is a grubby business, there are several mercantile enterprises I might pursue, and I have gathered some writings on how to go about this. Anyone intending to undertake such ventures would do well to have the favour of Handrich, for it is said that the god of merchants balances all books in the end. Equally I consider older gods: Rhya who might preserve me should I find myself lost in the wilderness, and even half-forgotten Solkan, who might bring me the justice I increasingly crave. We shall see.

In all this I may require a champion, someone whose skill at arms and unwavering heart might help preserve me where my own flesh and blood will not. I have heard of someone, a kindred spirit perhaps, who may be of some use in this respect. He calls himself a knight, though he is certainly no Reiksguard, nor of any other vaunted chapter I have heard of. He styles himself Lord



Adalbert Knopp-Inzel, though lord of what I cannot say. Currently he seems preoccupied with the Jungfreuds of Ubersreik, but I hope he can be convinced of the rightness of my own cause. I include a folio on him and his known followers as well — gratefully I still have some contacts in the Reikland with whom I may correspond in expectation of reply.

It would be foolish in the extreme for me to explain in detail my own plans for escape, though I will be in touch with a forwarding address as soon as I am established elsewhere. Despite your long silence, I remain hopeful that you may reply. I trust you remain in good health, and that your many duties have not overwhelmed you. I must confess, I have imagined all sorts of disasters that might have befallen you, each quite terrible. Though I hold you no malice, every fate I saw for you was preferable to a crueller alternative — that you as well have simply abandoned me.

Writing of fate and imaginings, I must share a recent vision with you. It came to me only lately, preceding the start of the exodus of all items of comfort from my chambers. I saw Altdorf, and the sky above it opening up in a wreath of blues and purples. Beyond the skies I saw a realm of chaos and change, and terrible forms descending from it. I think perhaps it was an expression of my own abiding regret, for I do not wish to ponder that anything so terrible could truly exist. I did not leave Altdorf so much as I was cast aside by it, as you know, and so it does not seem strange to me that my mind might conjure up such horrors.

Still, I have not been able to shake the vision, nor the image of the great feathered thing in the midst of it. I think I addressed it, for it seemed familiar somehow. It noticed me, to its own amusement, and to my horror I heard it speak. I have forgotten what it said, if it truly answered me at all, though I am left with the feeling that some curse upon me has been renewed. I am not sure what I hoped to gain by questioning such a hallucination. Surely horrific, enterprising evil rarely answers regretted enquiries truthfully, revered uncle?

It was after this vision that my circumstances turned so foul. It has been months, and I feel more forgotten than ever. I do not refer only to yourself. It seems to me that even the nuns sometimes forget I exist, and appear surprised to find my room occupied at all when I inquire after forgotten meals they should have brought me. One even neglected to lock the door of my cell yesterday, and I was able to sneak out and acquire my own copy of the key, for I was not yet ready to depart entirely. I will spend some time gathering what I will, and have steeled myself to the purpose.

When next we correspond, dear uncle, I shall be in better circumstances I am sure.

With a noble heart,

Princess Isabella von Holswig-Schleistein,

Sister to Emperor Karl-Franz I,

16 Brauzeit, 2513 IC



# ◆ LEGITIMATE BUSINESS ◆ ENTERPRISES



Precious few citizens of the Old World ever choose to make a living from adventure. Most that do still prefer to supplement their income with more stable work. Even adventurers fortunate enough to stumble upon the odd treasure hoard know these opportunities are fleeting, and having a side hustle to fall back on is essential if they intend to live longer than their heroic campaigns.

Every Career has an Earning Skill (**WFRP** pages 51–52) and a Status that determines their *Income* (**WFRP** page 198), both comparatively risk-free ways for Characters to earn money after a week's work. But for most Careers, these gains are modest. Ambitious Players may prefer to invest their earnings for a greater payoff later, which could unlock access to Trappings they could never usually afford. Even *Banking* (**WFRP** page 196) may not return sufficient interest to satisfy covetous adventurers.

Enterprises are ways for GMs to fulfil this niche. They are business ventures the Characters can nurture over the course of weeks, months, or even years, by investing their own (or, even better, other people's) money to stimulate growth. Though they require more consideration, patience, and effort than living off *Banking* interest, they also reduce the risk of misfortune stealing their money away. Usually, only a Character's negligence will cause their Enterprise to fail, which GMs can exploit to create new adventures that imperil the Enterprise unless attended to.

Players can gain additional benefits from Enterprises, besides the eventual promise of increased Earnings. Enterprises have their own Earning Skills, which the Players may be more interested in developing for their Characters than the Earning Skill dictated by their Career. Enterprises have their own special rules, which expand Player options, and may unlock access to social situations that are barred to less accomplished folk. Finally, Enterprises can be worked on by multiple Characters at once, improving the links of teamwork within a party. All contributing Characters profit when an Enterprise performs well. Should it perform badly, at least they have their business partners with whom to share the blame!

## STARTING AN ENTERPRISE

Characters interested in owning an Enterprise begin by choosing one of the ten Enterprise templates listed in this supplement as the basis of their company.

Each template is quite broadly defined to fit a variety of different business types — the examples listed may provide the spark of inspiration, but Players are encouraged to invent their own money-making schemes, and adapt them to the template that suits best! These are:

- ☠ Courier Service
- ☠ Crafting Workshop
- ☠ Criminal Gang
- ☠ Holy Temple
- ☠ Knightly Order
- ☠ Tavern
- ☠ Market Parlour
- ☠ Noble Estate
- ☠ Performance Troupe
- ☠ Publishing House

Characters may choose to start with an Enterprise in the Step 5: Trappings stage of character creation after calculating starting wealth (**WFRP** page 37), spend an Endeavour to acquire one during a period of downtime (**WFRP** page 195), or even have an opportunity to create or take over an Enterprise during an adventure, if the circumstances are appropriate.

Though each Enterprise template includes a list of Suggested Careers, there is no limitation on which Careers can select specific templates. If multiple Characters choose Enterprises, they may either set up their own separate Enterprises, or partner up with another Character to share an Enterprise. No Character can manage more than one Enterprise at once — such a demand on their time would necessitate abandoning their adventuring life entirely!